FLEX

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Instruction Manual

Romance Simulation Game

"Let's Go Straight."

Nippon Flex Co., Ltd.

ストーリー

雑種犬マメタロウと優しい飼い主郁ちゃん、郁ちゃんの彼氏で照れ屋の秋吉君が繰り広げる純愛物語です。二人は、お互いの気持ちをうまく伝えられません。そこで、マメタロウが体を張ってきっかけを作り、見事恋人同士に。でも、付き合い始めた二人には困難がいっぱい。そんな恋をマメタロウが見守ります。時折見せるマメタロウの可愛いしぐさは、ほのぼのとしてとっても愉快です。

ゲーム内容

マメタロウと生活しながら、二人の恋を実らせて下さい。プレーヤーは脱走、散歩、ごはん、はなこちゃんとのデートなどマメタロウの世話をします。マメタロウの日常が二人の恋愛関係を左右するので、愛情のこもった世話が必要です。脱走することでイベントが発生し、その内容によっても二人の恋は変化します。

ゲームの流れ

①時計をセットします。
②物語は郁ちゃん、秋吉君の出会いから始まります。
③マメタロウの世話をします。
④脱走するとイベントが発生します。
⑤数日間経過するとエンディングイベントが発生します。
⑥この時、みんなの気持ちが合えばハッピーエンドです。

Story

A heartwarming story unfolds between a mixed-breed dog named Mametaro, his kind owner Ikuko, and Akihito, a shy boy from a night market. While they share feelings for each other, neither can express them well. Mametaro steps in to help foster their budding romance.

As the two grow closer, they face various challenges. At critical moments, Mametaro helps bring them together. Mametaro's adorable antics throughout the story bring warmth and comfort to everyone.

Game Content

Live alongside Mametaro and help nurture the romance between two people. The player will take care of Mametaro by taking him on escapes, walks, meals, and dates with Hanako-chan. Mametaro's daily life will affect the relationship between the two, so loving care is required. Events will occur when Mametaro escapes and the love between the two will change depending on the content of those events.

Game Flow

1. Set the clock.
2. The story begins with the meeting between Ikuko-chan and Akihito-kun.
3. Take care of Mametaro.
4. Escape, and events will occur.
5. After several days, an ending event will occur.
6. At this time, if everyone's feelings align, it will be a happy ending.

Before Starting the Game (1) Please Remove the Insulation Sheet

After removing the insulation sheet located on the back of the game unit, please be sure to press the reset button. It is useful to use a tool like the tip of a pencil or a mechanical pencil when pressing the reset button.

※Please be careful not to touch the A, B, C, and D buttons when pressing the reset button. This could cause malfunction.

Operation Instructions

A Button: Displays action commands. Selects action commands (moves left).

B Button: Confirms action commands. Switches to the clock display screen.

C Button: Selects action commands (moves right).

D Button: Sound ON/OFF

Melon Bread Game

- Use the **A** and **C** buttons to select a box containing melon bread.
- Next, press the **B** button once, and Hanako-chan will move above the selected box.
- Then, press the **A** and **B** buttons continuously, and the box will open.
- Pressing the **C** button cancels the selection, and you can select again.
- If you guess correctly, they will be happy. If you guess wrong, they will be disappointed.

Butterfly Game

Press any button at the moment when Mametaro's face changes.

Icons Displayed in Home Standby Mode

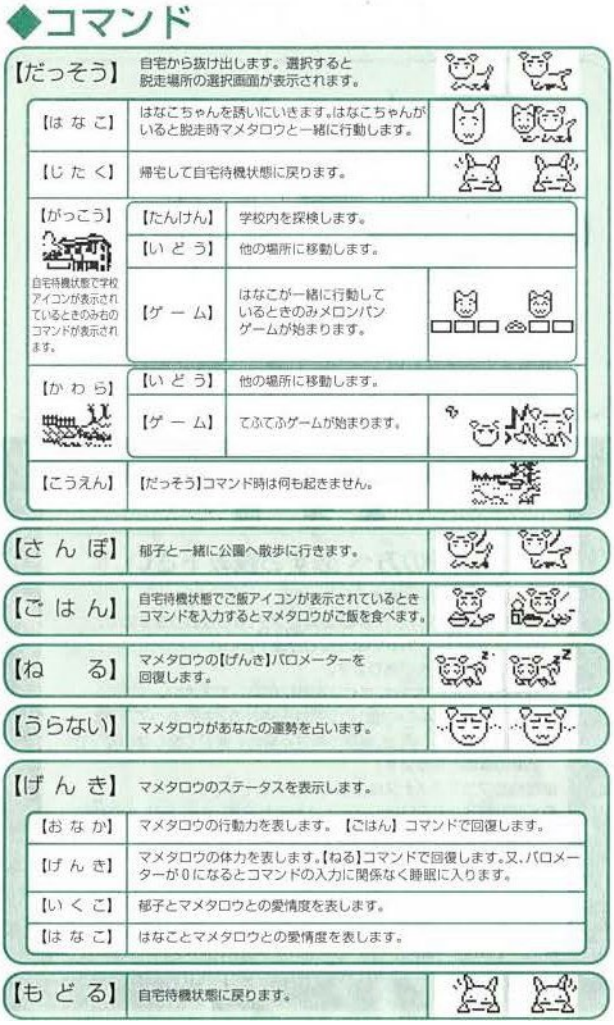
- This icon indicates that Ikuko-chan is at school. If this is displayed, please use the "go to school" command.
- This icon indicates that Ikuko-chan is at home and is ready to receive a walk command from Mametaro. If this is displayed, select the "Walk" command.
- This icon indicates that a meal is prepared. If this is displayed, the "Meal" command can be used. The top (white) one is regular food, and the bottom (black) one is dog food.

Before Starting the Game (2) Set the Clock

Press the reset button and the screen will enter the clock setting mode. Enter the current time.

- Use the **A** button to set the hour.
- Use the **C** button to set the minute.
- When the hour and minute are set, press the **B** button to confirm.

*Note: During the game, pressing the **B** button will switch to the clock display mode. At this time, pressing the **A** button will change the time display to a 24-hour format.*



Commands

だっそう [Escape]
Leaves the home. When selected, the escape destination screen will be displayed.

Escape Destinations:

- **はなこ [Hanako]** Go to see Hanako-chan. When Hanako-chan is around, she will go with Mametaro on outings.
- **じたく [Home]** Return home, putting the game into home standby mode.
- **かっこう [School]**
  - **たんけん [Explore]** Explore inside the school.
  - **いどう [Move]** Move to another location.
  - **ゲーム [Game]** Starts the melon bread game - only when Hanako is along on an outing.
- **かわら [Riverbed]** (Icon of two stick figures fishing)
  - **いどう [Move]** Move to another location.
  - **ゲーム [Game]** Starts the butterfly game.
- **だっそう [Park]** No events occur when the [Escape] command is selected.

さんぽ [Walk] Go for a walk in the park with Ikuko.

ごはん [Meal] When the meal icon is displayed in home standby mode, this command will give food to Mametaro.

ねる [Sleep] Recovers Mametaro's げんき [Energy] parameter.

うらない [Fortune] Mametaro will tell your fortune.

げんき [Stats] Displays Mametarou's status.

- **おなか [Stomach]** Indicates Mametaro's hunger level. Recover with the [Meal] command.
- **げんき [Energy]** Indicates Mametarou's physical strength. Recover with the [Sleep] command. When this parameter reaches 0, Mametaro will fall asleep regardless of user commands.
- **いくこ [Ikuko]** Indicates the level of affection between Ikuko and Mametaro.
- **はなこ [Hanako]** Indicates the level of affection between Hanako and Mametaro.

もどる [Return] Returns to the home standby mode.

How to Replace the Batteries

1. Use a screwdriver to remove the back cover of the game unit.
2. Once the three batteries are in place, press the tabs on the cover to close it.
3. After closing the cover, secure it by tightening the screws that you removed earlier.

Make sure all three LR44 batteries are placed with the "+" side facing up.

⚠ Caution

To Guardians: Please Be Sure To Read.

- Please be sure to read the instruction manual.
- This product contains small batteries, battery covers, and screws. Please be careful that children do not put them in their mouths. There is a risk of suffocation.
- If you accidentally swallow anything, please consult a doctor immediately.
- Battery replacement of button cell batteries (LR44 x 3) should be performed by a guardian.
- Do not mix old and new batteries, or batteries of different types. This may cause malfunction.
- Make sure the plus and minus sides of the batteries are set correctly.
- It is extremely dangerous to short-circuit, recharge, disassemble, or heat button cell batteries (LR44), or place them in fire. Never do this.
- Never disassemble this product.
- Do not play roughly with it, such as throwing or swinging it around.
- The batteries that are installed in the unit are for testing purposes. If the screen becomes difficult to see, please replace them with button-cell batteries (LR44 x 3).

【ホームページ開設】
日本フレックスでは、皆様に
より早い情報をお知らせするために
インターネットにホームページを開設しました。
アドレスはhttp://www.nflex.com/です。
インターネットをご利用のお客様は
是非、一度ご覧下さい。

【お買い上げのお客様へ】
商品についてお気づきの点がございましたら
下記お客様相談センターまでお問い合わせ下さい。
住所、電話番号、保護者の方とお子様のお名前、
お年も必ずお知らせ下さい。

◆日本フレックスお客様相談センター◆

0727-62-5978

●電話受付時間は月曜日～金曜日（祝日は除く）の10時～16時
●電話番号はよく確かめお間違いのないようご注意下さい。

日本フレックス株式会社

[Homepage Launch]

At Nippon Flex, we have launched a website in order to provide everyone with the latest information quickly. The address is http://www.nflex.com/.
We encourage customers who use the Internet to visit our page.

[To Our Customers]

If you have any issues with the product, please contact our Customer Service Center below. Please be sure to provide your address, phone number, guardian's and child's names, and age.

◆ Nippon Flex Customer Service Center ◆

0727-62-5978

Phone support hours are Monday to Friday (excluding public holidays), 10:00 AM to 4:00 PM.

Please be careful not to make any mistakes when dialing the phone number.

Nippon Flex Co., Ltd.